

1 (Paragraph 1) Applicant respectfully requests replacement of the section of
2 page 9, equivalent to a paragraph, consisting of lines 4-9, with the following
3 rewritten lines:

4 -- Lanes 2 and 12 having 2 squares

5 Lanes 3 and 11 having 4 ~~3~~ squares

6 Lanes 4 and 10 having 6-~~4~~ squares

7 Lanes 5 and 9 having 8 ~~5~~squares

8 Lanes 6 and 8 having 10 ~~6~~squares

9 Lane 7 having 12 ~~7~~ squares -

10

11 (Paragraph 2): In page 11 paragraph (1) under the heading "Game
12 components (lines 20 – 23, continuing to pg 12, lines 1 – 7) please replace that
13 portion marked as (1) with the following:

14 (1) Playing board having eleven lanes numbered two through twelve and
15 laid out as follows;

16 -Lanes 2 and 12 having two squares through which a player must
17 advance.

18 -Lanes 3 and 11 having four ~~three~~ squares through which a player
19 must advance.

20 -Lanes 4 and 10 having six ~~four~~ squares through which a player
21 must advance.

22 -Lanes 5 and 9 having eight ~~five~~ squares through which a player
23 must advance.

1 -Lanes 6 and 8 having ten six squares through which a player
2 must advance.

3 -Lane 7 having twelve seven squares through which a player must
4 advance;
5

6 (Paragraph 3): In page 16, fourth paragraph to follow the heading "Racing
7 (lines 14) please replace with the following:

8 -The race continues until the winning car reaches the finish line. Note once a
9 car has advanced to the last segment of its lane, it has effectively reached
10 the finish line and finished the race. That player needs not roll the dice
11 again to actually cross the line.--

12 (Paragraph 4): In page 16, first paragraph to follow the heading entitled
13 "The Object of the Game (Winning), lines 17 through 22, please replace with the
14 following rewritten paragraph:

15 -When the first car reaches crosses the finish line, the race is completed. Any
16 driver holding valid pit-passes for the lane in which the first car finishes is a
17 winner. Take all of the tires from the winner's cups and divide them into four
18 stacks with an equal number in each. Any tires left over are placed back into the
19 tire winner's cups for the next race. Then the four stacks are distributed to the
20 players, one stack for each winning pit pass. (Note that there will always be four
21 winning pit passes.)--

22

23 (Paragraph 5): On page 6, please replace the first and second paragraphs
24 under the heading "Brief Summary of the invention" (lines 5-19) with the following
25 rewritten paragraphs:

1 – In accordance with a preferred embodiment of the invention,
2 there is disclosed an auto racing board game based on NASCAR
3 ™ racing rules. In practical terms, it is a board game that
4 incorporates familiar six-sided casino-style dice, forty-four 44
5 uniquely designed pit passes, capital tokens for which poker chips
6 may be substituted. It also is adapted to incorporate popular 1/24
7 or 1/64 scale model racing cars as playing pieces. The game uses
8 a method of moving these playing pieces on track lanes that are of
9 effectively unequal length, the progress along these lanes being
10 based on the statistical probability of various possible dice
11 combinations in such a way as to give players in each lane an
12 equal probability of winning in spite of the various lane lengths. –

13 One object of the invention is unpredictability in that the various
14 racing lanes on the game board have unequal numbers of squares to
15 traverse balanced by a probability-based system for determining whether
16 any given the number of squares each player may can advance on any
17 given each move. This gives each player equal odds for winning, but
18 gives false appearances or ambiguity as to what player may actually be in
19 the lead.

20
21 (Paragraph 6): On page 8, please replace the second paragraph under the
22 heading “Detailed Description of the Preferred Embodiments (lines 14 through
23 22) with the following rewritten paragraph:

24 – In accordance with a preferred embodiment of the invention,
25 there is disclosed an auto racing board game based on NASCAR
26 ™ racing rules. In practical terms, it is a board game that